

**Amendments to the Specification:**

Please replace paragraph **[0001]** with the following amended paragraph:

**[0001]** The present disclosure is related to commonly-assigned co-pending U.S. Patent Application No. 10/642,905, filed No. \_\_\_\_\_ (Attorney Docket No. 019680-006400US), filed on the same date as the present application, entitled “Adaptive Load Balancing in a Multiprocessor Graphics Processing System,” which disclosure is incorporated herein by reference for all purposes.

Please replace paragraph **[0058]** with the following amended paragraph:

**[0058]** In load-balancing embodiments, the value of P is adjusted from time to time so that the computational burden is shared equally between the two GPUs. This increases efficiency by avoiding situations where one GPU finishes a frame and then is idle for a significant period while the other GPU continues to process the frame. For example, if complex foregrounds are being rendered in bottom portion 404 of frame 400 while simple backgrounds are being rendered in top portion 402, it may be desirable to set P to a value larger than M/2, so that bottom portion 404 includes fewer lines than top portion 402, thereby redistributing the computational burden more equally between GPUs 114a, 114b and reducing idle time. Various techniques can be used to determine a suitable value of P; examples are described in the above cross-referenced co-pending application No. \_\_\_\_\_ (Attorney Docket No. 019680-006400US / Nvidia Ref. P000623). Application No. 10/642,905.